

# Racing Hedgehogs

Winning by a nose!



## OBJECT OF THE GAME

Participants play cards from their hand to advance the hedgehogs. When one of the hedgehogs reaches the last space on the board, the race ends, and the players' remaining cards score points. Hence, you want both to play a good card and to keep it. Only one is possible!

The game lasts as many races as there are players. After each race players score points. The player with most points at the end of the game is the winner.

## CONTENTS

- 1 board
- 4 hedgehogs (in different colors)
- 55 playing cards (6 walk-cards of value 1 and 5 run-cards of value 2 each in the four hedgehog colors, and in a joker set).
- 36 point tokens: 12 X(10), 8 x (5), 16 x (1).





# GAME SET UP

- 1. Place the board in the table center.
- 2. Place all hedgehogs on the Start space.
- 3. Shuffle the cards and deal equal number to each player:
  - 15 cards in a 3-player game
  - 13 cards in a 4-player game
  - 11 cards in a 5-player gameAny remaining cards are returned unseen to the box.  
Hold your cards in such a way, that the opponents can't see them.
- 4. Place the point tokens next to the board.

5-player game set up



# PLAYER'S TURN

The player who last ate an apple (or the youngest player) begins the first race.  
The player selects one card from their hand and places it face up on the table (all played cards are placed in one common pile). Then the player moves the hedgehog in the shown color by the indicated number of steps:

- One step** (walk-card )
- Two steps** (run-card)

Note! The card with a rainbow hedgehog is a joker – the player can move a hedgehog of any color.  
After playing a card and moving a hedgehog, the player's turn ends. The game proceeds in clockwise direction.

# Examples

The player plays a blue hedgehog card with 2 step signs. He moves the blue hedgehog 2 steps forward.



The player plays a rainbow hedgehog card with 1 step sign. He choses the green hedgehog and moves it 1 step forward.



Play as many races as there are players in the game, so that each player is the start player once.

# END OF A RACE

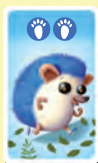
A race ends as soon as one hedgehog reaches the last space – number 3 on the board.



## SCORING

- The player who finished the race scores 3 bonus points. All players score points for all their remaining cards.
  - All joker cards score 0 points.
  - The score of all color cards is linked to the step-value which their respective hedgehog reached.
  - Each walk-card and run-card scores the final step-value of its hedgehog.
- The points are paid out with point tokens. If a player's total is negative, they score 0 points.

**Example:** The player scores 11 points. 8 Points for their remaining cards + 3 bonus points for finishing the race.



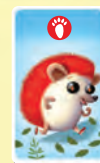
3  
(3x1=3)



6  
(2x3=6)



0  
(0x1=0)



-1  
(-1x1=-1)



0  
(Joker=0)

## GAME END

The game ends when all the races have been played. Each player adds all of the points earned on the individual races. The player with the highest overall total is the winner. If several players have the same overall total, the one with the better result in the final race wins.

